

# Kristian Davis

Denver, CO | [Email](#) | [LinkedIn](#) | [Portfolio](#) | [Behance](#)

## UX/UI Designer & Researcher

UX/UI Designer skilled in research-driven problem solving, clear information architecture, and organized task flows before moving into high-fidelity design. Simplifies complex systems into intuitive navigation supported by strong hierarchy and consistent patterns. Combines empathy with clear communication and independent execution, adapting quickly to feedback and refining solutions through structured testing. Designs emphasize scalable components, accessible interactions, and steady user clarity across mobile, tablet, and desktop.

## Core Competencies

User-Centered Research • Usability Testing • Interaction Design • Information Architecture  
Wireframing • Prototyping • Responsive & Multi-Platform Design • UX Writing Foundations  
Accessibility (WCAG) • Iterative Design • Visual Hierarchy

## Project Experience

### Zentra — Goal-Based Savings App

*Jul-Aug 2025, 4 Weeks*

- Mapped user goals and task steps to reveal friction in early onboarding
- Translated research findings into clearer labels and streamlined entry points
- Refined navigation structure through iterative usability testing cycles
- Built a flexible component system with consistent spacing and alignment

### SmiteForge — Smite 2 Companion App

*Jun-Jul 2025, 5 Weeks*

- Reorganized complex game data into modular layouts for faster scanning
- Designed dual-platform UI aligned with Apple HIG and Material Design standards
- Structured interaction flows to support rapid comparison and quick user decisions
- Adapted screen hierarchy and behavior patterns through iterative player feedback

### Nitefind — Location-Based Recommendations App

*Mar-Jun 2025, 10 weeks*

- Conducted interviews and behavioral analysis to define core user needs and priorities
- Developed custom icons and dark-mode visuals to unify the design
- Structured information for fast filtering and quick comparisons
- Created responsive layouts for mobile, tablet, and desktop breakpoints

## UI & Interaction Design Skills

High-Fidelity Prototyping • Design Systems • Component Libraries • Dark Mode UI • Icon Design  
Micro-Interactions • Gestalt Principles • Consistent Spacing Systems

## Tools & Technical Knowledge

Figma • FigJam • Adobe Photoshop • Notion • Trello • Loom • Slack • Google Workspace  
GitHub • VSCode • HTML5 • CSS • JavaScript (Basic) • Version Control • Optimization

## Work Experience

### X Bar | Floor Manager & Lead Bartender — Denver, CO

*Jan 2017-Present*

- Transaction speed increased by reorganizing POS layout and removing extra steps
- Service patterns improved, reducing friction during peak hours
- Nightly operations coordinated to maintain continuous flow and prevent bottlenecks
- Staff trained in efficient workflows, task organization, and timing strategies

## Education

Career Foundry — UI Design Program Certificate

*Sept. 2025*